

July Palo Alto Rimfire Precision Match

All Stages are hit or miss move on. 70 Rounds Total

Stage 1: Don't Touch The Dial / 10 Rounds / Score_____

10 points per impact, 100 points possible

Stage Time: 1:45

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal, you will create a position on a rung of choice and engage the targets with one shot each from small to large, near to far. The shooter will then transition to another ladder rung and repeat the target engagement.

Restrictions: Adjusting elevation turret is not allowed. Only parallax and zoom can be adjusted.

Target 1 – 1" & 1.5" @ 40yds _____

Target 2 – 1.5" & 2" @ 60yds _____

Target 3 – 2.5" @ 76yds _____

Stage 2: Snake In The Grass / 9 Rounds / Score_____

10 points per impact, 90 points possible

Stage Time: 1:45

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal, the shooter will engage the targets with one shot each from a tip of the tank trap in the following order:

- Snake Charmer
- 3"
- Snake Charmer

The shooter will repeat the target engagement from the other two tank trap tips for a total of 9 shots.

Target 1 – Snake Charmer @ 66yds _____

Target 2 – 3" @ 97yds _____

Stage 3: / 10 Rounds / Score_____

10 points per impact, 100 points possible

Stage Time: 1:45

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal, shooter will assume a position on top of the tripod and engage the targets with one shot each in the following order:

The tripod set to a fixed height of 42". may be adjusted for youth shooters.

- Near, Far, Far, Near, Middle, Middle, Far, Near, Near, Far

Target 1 – 1" @ 50yds _____

Target 2 – 1.5" @ 66yds _____

Target 3 – Diamond @ 85yds _____

Stage 4: Summertime Heat / 10 Rounds / Score_____

10 points per impact, 100 points possible

Stage Time: 1:30

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal, assume a prone supported position and engage the targets in the following order with one shot each:

- 1" KYL Rack
- 3" @ 97yds
- ¾" KYL Rack
- 3" @ 97yds
- ½" KYL Rack
- 3" @ 97yds
- ¼" KYL Rack
- 3" @ 97yds (3 shots)

OG: Same target engagement. Shooter may start in position mag out, off glass or shoot from an elevated bench mag out, off glass.

Target 1 – 1", ¾", ½", ¼" KYL @ 50yds _____

Target 2 – 2.5" @ 97yds _____

Stage 5: Cattle Guard / 9 Rounds / Score_____

10 points per impact plus 0.1 bonus points per second remaining

Stage Time: 1:45

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal, the shooter will engage the targets with 1 shot each, near to far from a position on the left side of the cattle gate. The shooter will then transition to another position on the left side of the cattle gate and repeat the target engagement (new position must be a different height). The shooter will then transition to the right side of the cattle gate and repeat the target engagement.

Restrictions: No part of the rifle, bipod or bag can touch the ground.

Target 1 – 3" @ 97yds _____

Target 2 – IPSC @ 175yds _____

Target 3 – 10" Square @ 250yds _____

Stage 6: Too Cool For British Rule/ 10 Rounds / Score_____

10 points per impact, 100 points possible

Stage Time: 1:45

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal, engage the targets with 1 shot each from large to small in the following order:

- Top of Sawhorse – Near Targets
- 55-gal Barrel – Far Targets

- Chair Seat – Near Targets
- Chair Back – Far Targets
- Top of Sawhorse – Near Targets

OG: Same starting position and target engagement. Engage the near targets from top of sawhorse and far targets from the barrel. Repeat this process till out of time or 10 shots have been fired.

Target 1 – 1" & 2" @ 65yds _____

Target 2 – 2" & 4" @ 97yds _____

Stage 7: Sun's Out, Guns Out / 12 Rounds / Score_____

10 points per impact, 120 points possible

Stage Time: 1:45

Shooter will start standing, rifle and all gear in hand, mag in action open.

On the start signal, assume a prone supported position and engage the targets with 1 shot each in the following order:

- Middle, Far, 1"
- Middle, Far, $\frac{3}{4}$ "
- Middle, Far, $\frac{1}{2}$ "
- Middle, Far, $\frac{1}{4}$ "

OG: Same target engagement. Shooter may start in position mag out, off glass or shoot from an elevated bench mag out, off glass.

Restrictions: Adjusting elevation turret is not allowed. Only parallax and zoom can be adjusted.

Target 1 – 1", $\frac{3}{4}$ ", $\frac{1}{2}$ ", $\frac{1}{4}$ " @ 35yds _____

Target 2 – 1.5" @ 60yds _____

Target 3 – 2.5" @ 90yds _____